

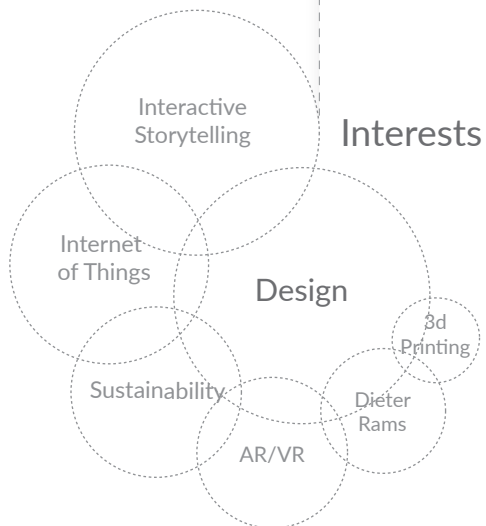
I love what I do. Design is in every part of my life. From the type of pencil I use, to the layout of furniture in my apartment, this close attention to detail is designed with user experience in mind.

IANNISH . COM

- 1.1 End to End Designer
- 1.2 Motionographer
- 1.3 Award Winner
- 1.4 Scholar
- 1.5 Techy

Get in touch 

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END TO END DESIGN

Persona Research + HCD	████████████████████
Information Architecture	████████████████████
Wireframing & Prototyping	████████████████████
Branding + Style Guides	████████████████████
Usability Testing	██████████████████
Agile Scrum Methodology	██████████████████
Kanban/Pivotal Management	██████████████████
Presenting to Stakeholders	██████████████████

VIDEO + GRAPHICS

Writing Briefs, Treatments & Pitching	████████████████████
Camera Op (Red & DSLR's)	██████████████████
Post Production + CGI	██████████████████

AWARDS & ACCOLADES

Time Inc	Best Collaboration
International Broadcasting Conf	Speaker and 'Rising Star'
University of Westminster	Full Scholarship*
Coulsdon	Directors Choice Award
Jack Pectchy	Student of the year (2 years)
Gateway	Head Boy

EDUCATION

Human Centered Design	IDEO University
BA Honors New Media Studies	University of Westminster (UK) Ryerson University (Canada)
A Levels	3 A's, 1 B, 1 C
GCSE's	5 A's, 8 B's, 2 C's

SOFTWARE

Adobe Xd, Ps, Ai, Mu, Ch,	████████████████████
Sketch, Origami, Invision, Craft, UXPin	██████████████████
Basecamp, Wrike, Trello, Workstack	██████████████████
Html, CSS, JS	██████████████████
Premier, After Effects, Final Cut	██████████████████
GWD, iAds, Celtra	██████████████████
Unreal Engine, Cinema 4D	██████████████████

TimeInc.

As Lead Designer this was a highly demanding role. I was required to design, manage, mentor and liaise with some of the worlds most high profile brands such as Microsoft, Swarovski, BMW, Jack Daniels and L'oreal. I was also given the opportunity to bring design thinking into the management process rather than being a pretty after thought.



As a Digital Creative I was tasked with designing experiences for some of the largest TV brands In the world. This included Downton Abbey, Broadchurch, The X factor, Thunderbirds, Rugby World Cup and more. Tasks included UX design, social strategy and Multi Media production.



At this award winning agency I worked as part of a 360 digital team executing multi-platform projects for BBC Three, BBC World News, BBC Sports, UKTV, Channel 4, FX UK, Universal and more.



Snr Designer at an international digital music firm. I directed and managed 8 product designers in 3 different countries. I over saw the entire design process for iOS, Andriod, Web, testing and analytics.



A 360 digital campaign celebrating '75 years of BBC Television History'. We were specifically chosen to tackle this unique challenge because of the demographic it needed to target.



London 2012, Sochi 2014, Rio 2016. I created and distributed to Rights Holding Broadcasters (BBC, NBC). In Sochi I captured the behind the scenes. In Rio we modernized for distributing this content online.



Organiser of the first ever TED Event at the University of Westminster. I managed a team of 26 people with different skill sets.



I was commissioned by the director of DIGITAL SHOREDITCH to produce a viral campaign featuring three satirical interviews, of east londoners



ALPHA VILLE is an annual New Media Festival. I assisted James Alliban & Keiichi Matsuda with production of "Cell". An installation using 4 kinect sensors to detect and tag people in 3D space.



Junior Designer and Intern at a French Multi-Media Company. I learnt the basics of how design can add value to business.